

URBAN PARK TYPOLOGY

URBAN PARK DESIGN ELEMENTS

- ❖ Context/location
- ❖ Function/purpose
- ❖ Access
- ❖ Ownership, Management & Operation
- ❖ Amenities
- ❖ Form/visuals
- ❖ General length of stay
- ❖ Size and service area

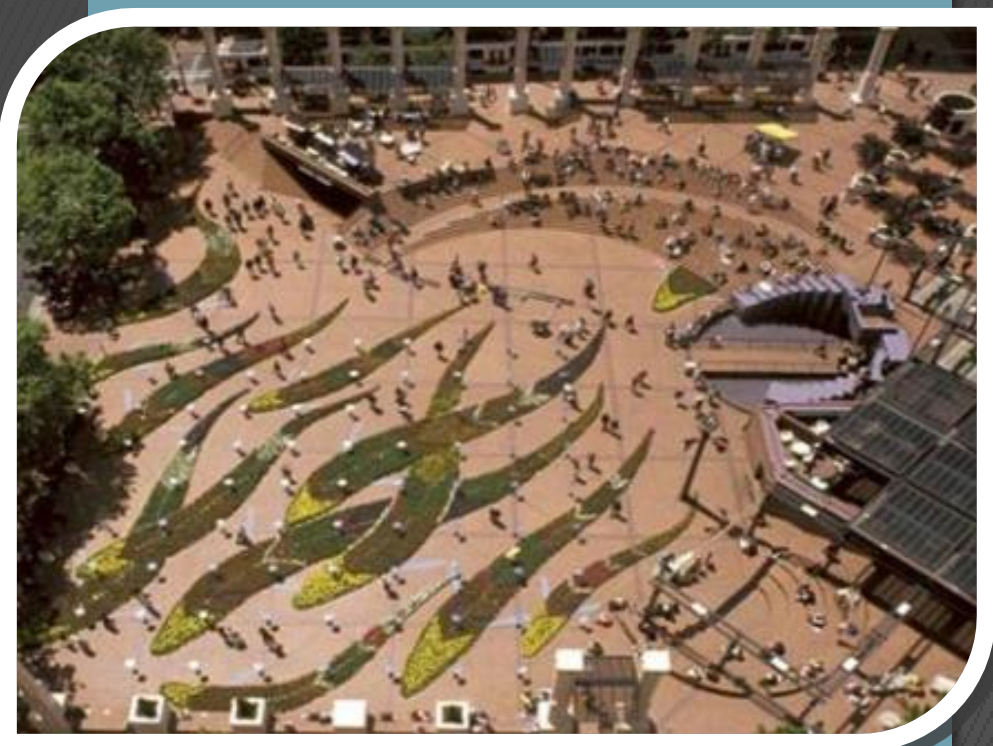
POCKET PARKS

- ❖ Typically less than 1 acre
- ❖ Located in pedestrian-oriented areas
- ❖ Designed as a single room
- ❖ May include hardscape, lawn, landscaped areas, seating, visual amenities



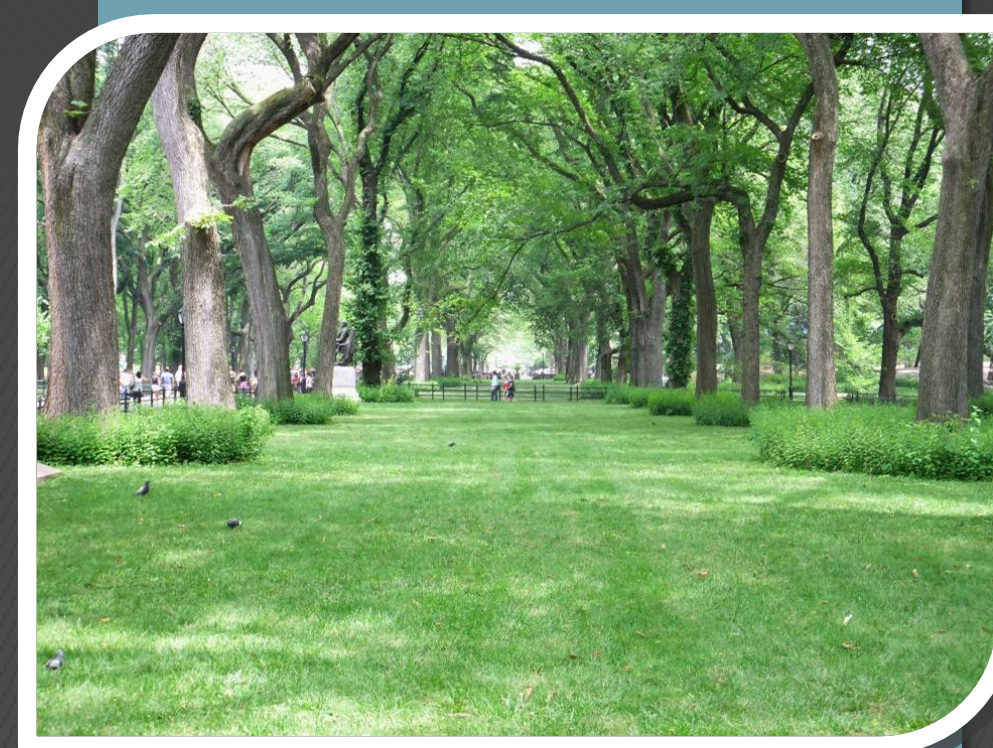
CIVIC PLAZAS

- ❖ Typically greater than 1 acre
- ❖ Public gathering spaces
- ❖ Focused around key intersections, public transit
- ❖ Flexible, programmable spaces
- ❖ Primarily consist of hardscape elements



COMMON GREENS

- ❖ Typically greater than 1 acre
- ❖ Flexible open space with open lawns
- ❖ Can function as unscheduled open space or be programmed
- ❖ May include multiple activity areas, passive or active recreation



RECREATION FOCUSED

- ❖ Typically larger in size
- ❖ Facilities might include athletic fields, sport courts, skate parks, playgrounds
- ❖ Support facilities should complement the recreational component

